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Jeux sans frontières

It's a library knockout



Adam Edwards and Vanessa Hill

Game plan

- Issues
- Ideas
- Solutions
- Plans



Issues

- Not embedded
- Inconsistent provision
- Repetitive
- Bad timing
- Lack of information skills
- Teaching methods.....



Librarians as teachers

Teaching skills

- Too generic
- Tools based
- Didactic
- Uninspiring
- Too much
- Unfamiliar subject



Student research

- Answers
- Facts
- References
- Reporting back
- Easy option
- Fear



Librarians reinforce this!

Get the ball rolling

Move from

“...lifting and transporting textual substance from one location, the library, to another, their teacher’s briefcases.”

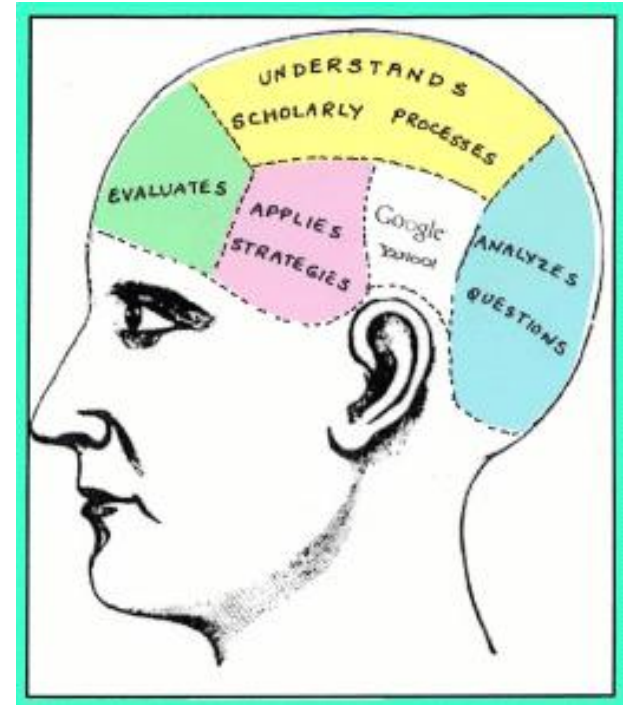
To

“..searching, analyzing, evaluating, synthesizing, selecting, rejecting...”

Kleine (1987)

Inspiration

- Less is more
- Cloning
- Discussion
- Learning by doing
- Learners, not the taught



Games should be...

- Fun
- Quick
- Simple
- Easy
- Need or objective



Tactics

- Collaboration
- Menu
- Problem based
- Interaction & exploration
- Skills not techniques
- Fun

Deep Learning

Diekema et al (2011), Wang (2007)



Game-based activities

- Who we are and what we do
- Thinking about resources
- Keywords
- Hands on try it out
- Evaluation



Thinking about keywords



The real thing

Your first piece of coursework for CCM2426 will be based on the **Cornish Villages 4G trial**



- Keywords
- Alternative keywords
- More specific keywords
- Related subjects

Audience participation

- Thinking about resources
- Evaluation
- Other activities:
 - Evaluation game
 - PG keywords
 - What do you think of it so far?
 - Thinking... written

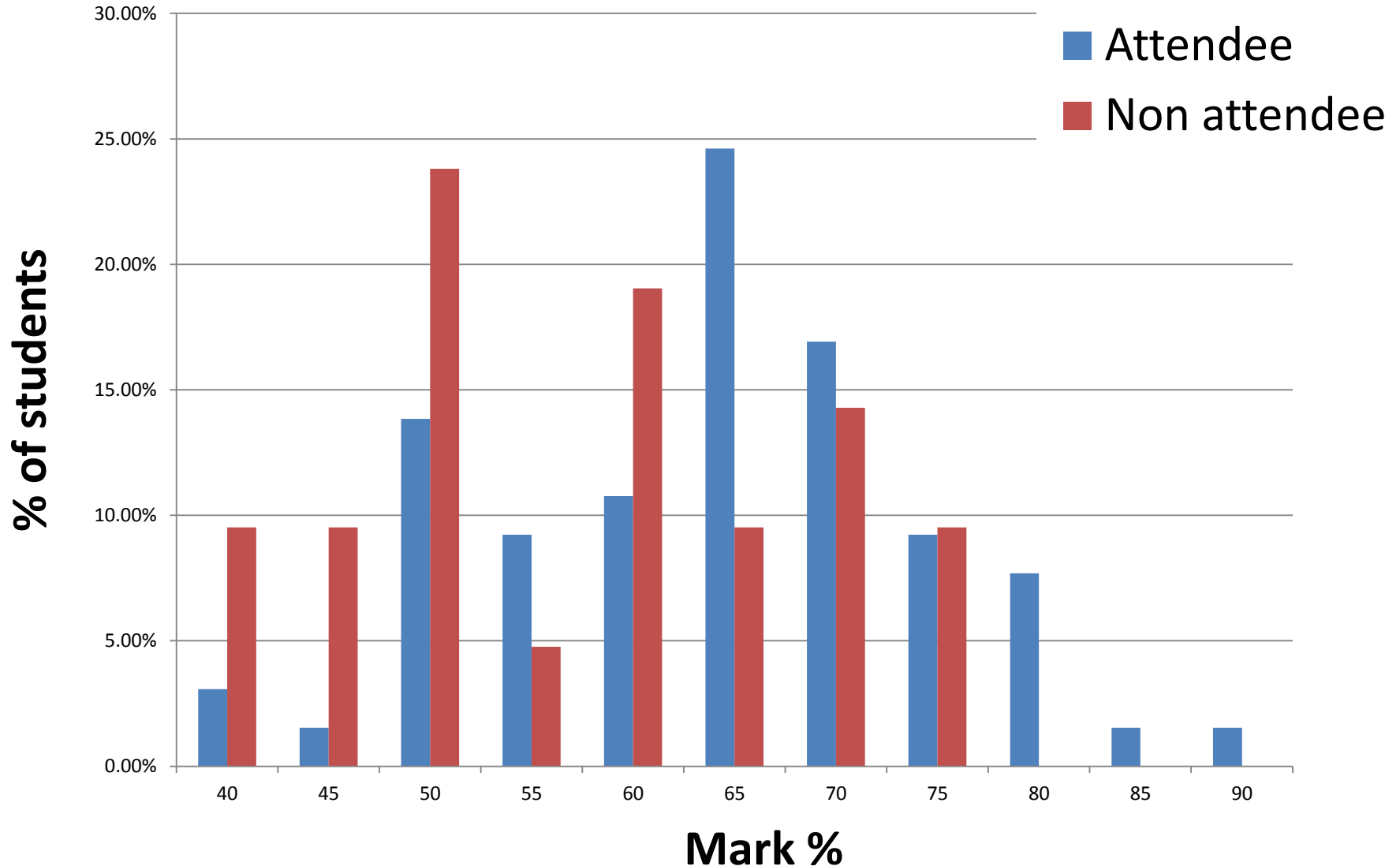


Measurable impact

- Survey of CCM2426 students
- 66 attendees, 22 non-attend

Marks	Attendees	Non-attendees
Commonest mark	65%	50%
Highest mark	90%	75%
Lowest mark	40%	40%
Bibliography commonest mark	7/10	5/10

Measurable impact 2



What they used and why

Search tools used	Attendees	Non-attendees
Google	68%	63%
Wikipedia	38%	27%
Summon	68%	40%
Library catalogue	30%	59%

Evaluation criteria	Attendees	Non-attendees
Current	89%	59%
Relevant	76%	59%
Academic authority	67%	41%
Easy to read	24%	45%

Smith, Edwards (2012)

Things to consider

- Good students
- Do they remember?
- Impact
 - 2nd year survey again
- Non-attendance
 - Less than 90% is serious



Going the distance

- Roll-out framework
- Develop activities
 - Marking schemes
 - Life after Uni
- Improve attendance
- (Re)validations



Game, set and match

- Successful collaboration
- Changes have worked
- Teaching is more fun
- Impact...



...Library training gets you better marks!

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